

# I-Chao Shen

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<https://jdily.github.io>

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## Research Interests

Computer graphics, vector graphics, data-driven 2D/3D geometry analysis and processing, machine learning.

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## Education

<b>National Taiwan University</b> <i>Ph.D. in Computer Science</i> Advisor: Bing-Yu Chen. Thesis: 2D Visual Content Design Driven by Human-Guided Optimization	<b>Taipei, Taiwan</b> <i>Sep 2017 - Dec. 2020</i>
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<b>National Taiwan University</b> <i>Master in Information Management and MBA</i> Advisor: Bing-Yu Chen. Thesis: Perspective-aware Warping for Seamless Stereoscopic Image Cloning	<b>Taipei, Taiwan</b> <i>Sep 2009 - June 2011</i>
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<b>National Taiwan University</b> <i>Bachelor in Information Management</i>	<b>Taipei, Taiwan</b> <i>Sep 2005 - June 2009</i>
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## Experiences

<b>Assistant Professor</b> , Tokyo, Japan Dept. of Computer Science, The University of Tokyo	<i>Apr. 2023 -</i>
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<b>Project Assistant Professor</b> , Tokyo, Japan Dept. of Creative Informatics, The University of Tokyo	<i>Sep. 2022 - Mar. 2023</i>
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<b>Postdoctoral researcher - JSPS Foreign Researchers Fellowship</b> , Tokyo, Japan Host : Takeo Igarashi	<i>Dec. 2020 - Aug. 2022</i>
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<b>Research Visitor - JST CREST Project</b> , Tokyo, Japan Supervisor : Takeo Igarashi	<i>Feb 2018 - July 2018, Aug 2019</i>
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<b>Research Assistant - CMLab, National Taiwan University</b> , Taipei, Taiwan Supervisor : Bing-Yu Chen	<i>Apr 2017 - July 2017</i>
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<b>Research Assistant - Imager Lab, The University of British Columbia</b> , Vancouver, Canada Supervisor : Alla Sheffer	<i>Sep 2014 - Mar 2017</i>
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<b>Research Intern - Imagination Lab, Adobe Research</b> , San Jose, CA Supervisor : Nathan Carr, Duygu Ceylan, Zhaowen Wang	<i>May 2015 - Aug 2015</i>
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<b>Research Assistant - CITI, Academia Sinica</b> , Taipei, Taiwan Supervisor : Wen-Huang Cheng	<i>Sep 2011 - July 2014</i>
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## Publications

<b>Approximating Procedural Models of 3D Shapes with Neural Networks</b> Ishtiaque Hossain, <u>I-Chao Shen</u> , Oliver van Kaick Eurographics 2025 (conditionally accept)
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<b>FontCraft: Multimodal Font Design Using Interactive Bayesian Optimization</b> Yuki Tatsukawa, <u>I-Chao Shen</u> , Mustafa Doga Dogan, Anran Qi, Yuki Koyama, Ariel Shamir, Takeo Igarashi CHI 2025 (conditionally accept)
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**CompAct: Designing Interconnected Compliant Mechanisms with Active Material Integration**

Humphrey Yang, [I-Chao Shen](#), Nikolas Martelaro, Bo Zhu, Haoran Xie, Takeo Igarashi, Lining Yao  
CHI 2025 (conditionally accept)

**FontCLIP: A Semantic Typography Visual-Language Model for Multilingual Font Applications**

Yuki Tatsukawa, [I-Chao Shen](#), Anran Qi, Yuki Koyama, Takeo Igarashi, Ariel Shamir  
Eurographics 2024

**Learned Inference of Annual Ring Pattern of Solid Wood**

Maria Larsson\*, Takashi Ijiri\*, [I-Chao Shen](#), Hironori Yoshida, Ariel Shamir, Takeo Igarashi (\*: joint first authors)  
Computer Graphics Forum 2024

**Virtual Measurement Garment for Per-Garment Virtual Try-On**

Zaiqiang Wu, Jingyuan Liu, Long Hin Toby Chong, [I-Chao Shen](#), Takeo Igarashi  
Graphics Interface 2024

**Improving Cache Placement for Efficient Cache-based Rendering**

Yu-Ting Wu, [I-Chao Shen](#)  
The Visual Computer 2024

**StylePart: Image-based Shape Part Manipulation**

[I-Chao Shen](#), Li-Wen Su, Yu-Ting Wu, Bing-Yu Chen  
The Visual Computer 2024

**NeRF-In: Free-Form NeRF Inpainting with RGB-D Priors**

[I-Chao Shen](#)\*, Hao-Kang Liu\*, Bing-Yu Chen (\*: joint first authors)  
IEEE Computer Graphics and Applications (CG&A) 2023

**Palette-Based and Harmony-Guided Colorization for Vector Icons**

Miao Lin\*, [I-Chao Shen](#)\*, Hsiao-Yuan Chin, Ruo-Xi Chen, Bing-Yu Chen (\*: joint first authors)  
Computer Graphics Forum (Proceeding of Pacific Graphics 2023)

**Data-guided Authoring of Procedural Models of Shapes**

Ishtiaque Hossain, [I-Chao Shen](#), Takeo Igarashi, Oliver van Kaick  
Computer Graphics Forum (Proceeding of Pacific Graphics 2023)

**EvIcon: Designing High-Usability Icon with Human-in-the-loop Exploration and IconCLIP**

[I-Chao Shen](#), Fu-Yin Cherng, Takeo Igarashi, Wen-Chieh Lin, Bing-Yu Cheng  
Computer Graphics Forum Volume 42, Issue 6, September 2023

**360MVSNet: Deep Multi-view Stereo Network with 360° Images for Indoor Scene Reconstruction**

Ching-Ya Chiu, Yu-Ting Wu, [I-Chao Shen](#), Yung-Yu Chuang  
IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2023 (Algorithm Track)

**ClipGen: A Deep Generative Model for Clipart Vectorization and Synthesis**

[I-Chao Shen](#), Bing-Yu Chen  
IEEE Transactions on Visualization and Computer Graphics (TVCG), pp. 4211-4224, vol. 28, Dec. 2022

**StyleFaceUV: a 3D Face UV Map Generator for View-Consistent Face Image Synthesis**

Wei-Chieh Chung, Jian-Kai Zhu, [I-Chao Shen](#), Yu-Ting Wu, Yung-Yu Chuang  
The British Machine Vision Conference (BMVC) 2022

**ODEN: Live Programming for Neural Network Architecture Editing**

Chunqi Zhao, [I-Chao Shen](#), Tsukasa Fukusato, Jun Kato, Takeo Igarashi  
Proceeding of ACM Intelligent User Interfaces (IUI) 2022

**Per Garment Capture and Synthesis for Real-time Virtual Try-on**

Toby Chong, [I-Chao Shen](#), Nobuyuki Umetani, Takeo Igarashi  
Proceeding of User Interface Software and Technology (UIST) 2021

**Data-driven Sketch Beautification with Neural Feature Representation**

I-Chao Shen

IEEE Computer Graphics and Applications (CG&A) 2021

**Multi-Resolution Shared Representative Filtering for Real-Time Depth Completion**

Yu-Ting Wu, Tzu-Mao Li, I-Chao Shen, Hong-Shiang Lin, Yung-Yu Chuang

High-Performance Graphics (HPG) 2021

**ClipFlip : Multi-view Clipart Design**

I-Chao Shen, Kuan-Hung Liu, Li-Wen Su, Yu-Ting Wu, and Bing-Yu Chen

Computer Graphics Forum, Volume 40, Issue 1, Feb 2021, arXiv:2008.12933 [cs.GR]

**Interactive Optimization of Generative Image Modeling using Sequential Subspace Search and Content-based Guidance**

Toby Chong Long Hin\*, I-Chao Shen\*, Issei Sato, and Takeo Igarashi (\*: joint first authors)

Computer Graphics Forum, Volume 40, Issue 1, Feb 2021, arXiv:1906.09840 [cs.GR]

**ZomeFab: Cost-effective Hybrid Fabrication with Zometools**

I-Chao Shen, Ming-Shiuan Chen, Chun-Kai Huang, and Bing-Yu Chen

Computer Graphics Forum, Volume 39, Issue 1, Feb 2020

**Director-360: Introducing Camera Handling to 360 Cameras**

Hao-Juan Huang, I-Chao Shen, and Liwei Chan

in proceeding of MobileHCI 2020

**Perception-Driven Semi-Structured Boundary Vectorization**

Shayan Hoshyari, Edoardo Dominici, Alla Sheffer, Nathan Carr, Duygu Ceylan, Zhaowen Wang, I-Chao Shen

ACM Transactions on Graphics (Proceedings of SIGGRAPH 2018).

**High-resolution 360 Video Foveated Stitching for Real-time VR**

Wei-Tse Lee\*, Hsin-I Chen\*, Ming-Shiuan Chen, I-Chao Shen and Bing-Yu Chen

Computer Graphics Forum (Proceedings of Pacific Graphics 2017)

**A Scalable Active Framework for Region Annotation in 3D Shape Collections**

Li Yi, Vladimir G. Kim, Duygu Ceylan, I-Chao Shen, Mengyan Yan, Hao Su, Cewu Lu, Qixing Huang, Alla Sheffer, and Leonidas Guibas

ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2016)

**Retargeting 3D Objects and Scenes with a General Framework**

Chun-Kai Huang, Yi-Ling Chen, I-Chao Shen, and Bing-Yu Chen

Computer Graphics Forum (Proceedings of Pacific Graphics 2016)

**Data-driven Handwriting Synthesis in a Conjoined Manner**

Hsin-Yi Chen, Tse-Ju Lin, I-Chao Shen, and Bing-Yu Chen

Computer Graphics Forum (Proceedings of Pacific Graphics 2015)

**Gestalt Rule Feature Points**

I-Chao Shen and Wen-Huang Cheng

IEEE Transactions on Multimedia (TMM), 17(4), pp. 526-537, 2015

**Geometrically Consistent Stereoscopic Image Editing using Patch-based Synthesis**

Sheng-Jie Luo, Ying-Tse Sun, I-Chao Shen, Bing-Yu Chen, and Yung-Yu Chuang

IEEE Transactions on Visualization and Computer Graphics (TVCG), 21(1), pp. 56-67, 2015

**Stroke-guided Image Synthesis for Skeletal Structure Editing**

Sheng-Jie Luo, Chin-Yu Lin, I-Chao Shen, and Bing-Yu Chen

Computer Graphics Forum (Proceedings of Pacific Graphics 2013)

**Perspective-Aware Warping for Seamless Stereoscopic Image Cloning**

Sheng-Jie Luo, I-Chao Shen, Bing-Yu Chen, Wen-Huang Cheng, and Yung-Yu Chuang

ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2012).

## Technical Reports and Preprints

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### **AvatarPerfect: User-Assisted 3D Gaussian Splatting Avatar Refinement with Automatic Pose Suggestion**

Jotaro Sakamiya, [I-Chao Shen](#), Jinsong Zhang, Mustafa Doga Dogan, Takeo Igarashi  
arxiv preprint ([arxiv:2412.1560](#))

### **AutoPoly: Predicting an Artist-Compatible Polygonal Mesh Construction Sequence from a Silhouette Image**

[I-Chao Shen](#), Yu Ju Chen, Oliver van Kaick, Takeo Igarashi  
arxiv preprint ([arxiv:2203.15233](#))

## Workshop Papers, Short Papers, Posters

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### **Designing Reconfigurable Joints**

Atsushi Maruyama, Maria Larsson, [I-Chao Shen](#), Takeo Igarashi  
SIGGRAPH ASIA 2024 Technical Communication (Honorable Mention Award)

### **DualAvatar: Robust Gaussian Splatting Avatar with Dual Representation**

Jinsong Zhang, [I-Chao Shen](#), Jotaro Sakamiya, Yu-Kun Lai, Takeo Igarashi, Kun Li  
SIGGRAPH ASIA 2024 Poster Program

### **Generating Font Variations Using Latent Space Trajectory**

Sotaro Kanazawa, [I-Chao Shen](#), Yuki Tatsukawa, Takeo Igarashi  
SIGGRAPH ASIA 2024 Poster Program

### **3D Reconstruction from Sketch with Hidden Lines by Two-Branch Diffusion Model**

Yuta Fukushima, Anran Qi, [I-Chao Shen](#), Yulia Gryaditskaya, Takeo Igarashi  
Eurographics 2024 Short Paper

### **MicroGlam: Microscopic Skin Image Dataset with Cosmetics**

Toby Chong, Alina Chadwick, [I-Chao Shen](#), Haoran Xie, Takeo Igarashi  
SIGGRAPH ASIA 2023 Technical Communication

### **Computational Design of Nebuta-like Paper-on-Wire Artworks**

Naoki Agata, Anran Qi, Yuta Noma, [I-Chao Shen](#), Takeo Igarashi  
SIGGRAPH 2023 Poster Program

### **Palette-Based Colorization for Vector Icons**

Miao Lin, [I-Chao Shen](#), Hsiao-Yuan Chin, Ruo-Xi Chen, Bing-Yu Chen  
SIGGRAPH 2023 Poster Program

### **OVERPAINT: Automatic Multi-Layer Stencil Generation without Bridges**

Yuta Fukushima, Anran Qi, [I-Chao Shen](#), Takeo Igarashi  
SIGGRAPH ASIA 2022 Technical Communication

### **Guided Image Weathering using Image-to-Image Translation**

Li-Yu Chen, [I-Chao Shen](#), and Bing-Yu Chen  
SIGGRAPH ASIA 2021 Technical Communication

### **Real-time Image-based Virtual Try-on with Measurement Garment**

Toby Chong, [I-Chao Shen](#), Yunfei Qian, Nobuyuki Umetani, Takeo Igarashi  
SIGGRAPH ASIA 2021 Emerging Technologies

### **Transferring Deep Reinforcement Learning with Adversarial Objective and Augmentation**

[I-Chao Shen](#), Shu-Hsuan Hsu, and Bing-Yu Chen  
IJCAI-PRICAI 2020 Workshop on Knowledge-Based Reinforcement Learning (KBRL)

### **Large-scale fabrication with interior zometool structure**

Ming-Shiuan Chen, [I-Chao Shen](#), Chun-Kai Huang, and Bing-Yu Chen  
ACM SIGGRAPH Poster Program 2018

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**A Deep Learning Based Method For 3D Human Pose Estimation From 2D Fisheye Images**

Ching-Chun Chen, Chia-Min Wu, [I-Chao Shen](#), and Bing-Yu Chen.

ACM IUI Poster Program 2018

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**Retargeting 3D objects and scenes**

Chun-Kai Huang, Yi-Ling Chen, [I-Chao Shen](#), and Bing-Yu Chen

ACM SIGGRAPH Poster Program 2015

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**Painting Photolization**

Chien-Wen Jung, [I-Chao Shen](#), Sheng-Jie Luo, Bing-Yu Chen, and Wen-Huang Cheng

ACM SIGGRAPH ASIA Poster Program 2013

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**Texturing and Deforming Meshes with Casual Images**

[I-Chao Shen](#), Yi-Hua Wang, Yu-Mei Chen, Bing-Yu Chen, and Wen-Huang Cheng

ACM SIGGRAPH ASIA Poster Program 2012

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**User-Assisted Disparity Maps**

Hsin-Yi Chen, Yi-Shan Lin, [I-Chao Shen](#), Sheng-Jie Luo, Wen-Huang Cheng and Bing-Yu Chen

Pacific Graphics 2012 short paper

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**MusicSpace: You “Play” The Music**

Chun-Yu Tsai, Hung-Jung Lin, Tzu-Hao Kuo, Kai-Yin Cheng, [I-Chao Shen](#) Bing-Yu Chen, and Rung-Huei Liang

ACM SIGGRAPH Poster Program 2010

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**Patent**

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**Smoothing images using machine learning**

Nathan A Carr, Zhaowen Wang, Duygu Ceylan, [I-Chao Shen](#)

United States Patent, No. 9799102, issued October 24, 2017.

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**Grants**

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JSPS Kakenhi Grant-in-Aid for Young Scientists, Japan	2023 - 2028
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AIP Challenge Researcher, Japan Science and Technology Agency (JST), Japan.	2021 - 2022
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JSPS Grant-in-Aid for Scientific Research for JPSP foreign fellow, Japan.	2021 - 2023
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**Honors**

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IPPR Best Ph.D. dissertation award, Honorable mention	2021
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JSPS Postdoctoral Fellowship for Foreign Researchers	2020 - 2022
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MediaTek Fellowship	2017 - 2020
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**Invited Talks**

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Tailored Computational Visual Content Creation, <i>ISID (International Symposium on Intelligence Design) 2024</i>	Mar. 2024
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Tailored Computational Visual Content Creation, <i>BAI Research Seminar, Institute for AI and Beyond, The University of Tokyo</i>	Feb. 2024
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Computer Graphics around you everyday and how to become a Computer Graphics researcher, <i>Chikushigaoka High School, Fukuoka, Japan</i>	July. 2022
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Computer Graphics around you everyday and how to become a Computer Graphics researcher, <i>Tokyo Metropolitan Tama High School of Science and Technology, Tokyo, Japan</i> JSPS science dialogue program	July. 2022
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Per Garment Capture and Synthesis for Real-time Virtual Try-on,  
*JST CREST 8th Research Area Meeting*

*Sep. 2021*

2D Visual Content Design Driven by Human-Guided Optimization,  
*The University of Tokyo, Tokyo, Japan*

*Apr. 2021*

## Media

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**Per Garment Capture and Synthesis for Real-time Virtual Try-on**

*2021, 2022*

- BS フジ - ガリレオ X 第 259 回「現実空間 × 仮想空間二つの世界を重ねる最新技術」(JP)
- JST News
- NIKKEI (JP)
- ZAIKEI (JP)
- TechCrunch Japan (JP)
- Tii 技術情報 (JP)
- Independent TV (UK)

## Professional Services

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- **Technical Paper Committee:**

- SIGGRAPH ASIA (2024)
- AAAI (2023, 2024, 2025)

- **Reviewer:**

- SIGGRAPH, SIGGRAPH ASIA
- NeurIPS, ICLR, ICML
- Eurographics
- CHI
- Pacific Graphics
- CAD/Graphics
- Transaction on Multimedia
- WACV
- BMVC

## References

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**Takeo Igarashi**

Professor, Department of Computer Science and Graduate School of Information Science and Technology, The University of Tokyo, Japan

**Email:** [takeo@acm.org](mailto:takeo@acm.org)

**Bing-Yu Chen**

Professor in Department of Computer Science and Engineering / Information Management, National Taiwan University

**Email:** [robin@ntu.edu.tw](mailto:robin@ntu.edu.tw)

**Yung-Yu Chuang**

Professor in Department of Computer Science and Engineering, National Taiwan University

**Email:** [cyy@csie.ntu.edu.tw](mailto:cyy@csie.ntu.edu.tw)